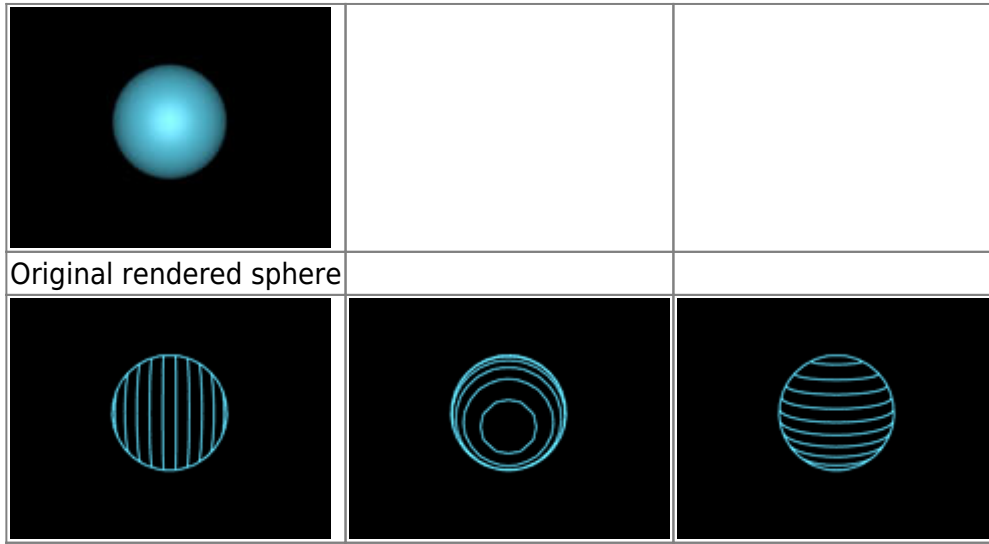


## Contour axis

With the **Object line types** panel, you can assign which axis you want the contours to run over. You can choose the object's X, Y or Z axis, or the view (camera's) X, Y or Z axis. The default is the object's Y-axis.

## Object X, Y, Z

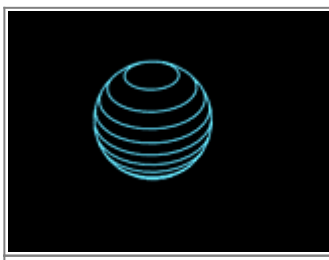


(default) | Object Z | Object Y |

## View X, Y, Z

The view X, Y and Z options keep the contour lines consistent, no matter what the camera does.

For example, if you have assigned contour lines to the object's Z axis, and the camera pans around the object, the contour lines will change their orientation. Thus, assigning contour lines to the object's X, Y or Z axis is equivalent to painting lines on the object itself. If the camera moves around, those lines will always be on the same place on the object.:



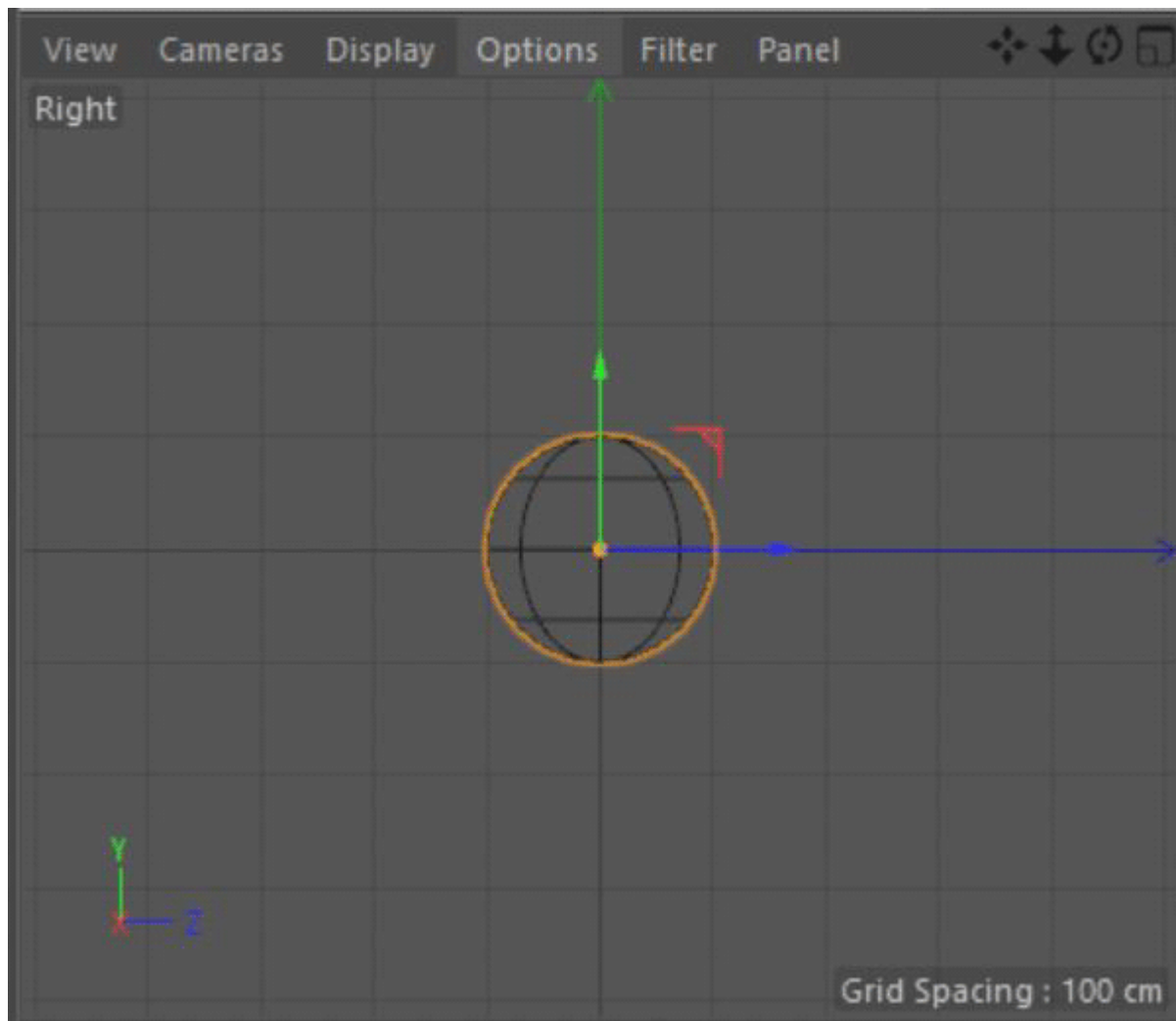
(same as above,  
but camera moved) |

In contrast, if you make the contour lines relative to the view, these lines will always be consistent with respect to the camera.

## How axes are specified

The axis definition for the camera and for the objects are actually different.

For the object, the Z axis runs up and down and the Y axis runs in and out of the screen. For the camera, the Z axis runs in and out of the screen and the Y axis runs up and down.



[Go Back](#)

From:  
<http://wiki.pangolin.com/> - Complete Help Docs

Permanent link:  
[http://wiki.pangolin.com/doku.php?id=tools:lc4d:tip\\_contour\\_axis&rev=1619945473](http://wiki.pangolin.com/doku.php?id=tools:lc4d:tip_contour_axis&rev=1619945473)

Last update: 2021/05/02 10:51



